



Laws of the Small Sided Game - (5v5)

U7 & U8

Law 1: The Field of Play

The field of play is divided into two halves by a halfway line, which joins the midpoint of the two touch lines. The half-line shall be used as the retreat line.

The field and goal dimensions as outlined below shall be considered as desirable guidelines. Failure to conform to the recommended field and goal dimensions shall not be the subject of protest. It is understood and agreed that clubs / teams may be unable to provide the desired fields, equipment, etc. Flexibility is understood and allowed.

Dimensions

The field of play must be rectangular. The length of the touch line must be greater than the length of the goal line.

Recommended field dimensions are as follows:

Width: 25-30m Length: 30-36m

The Goal Area

A goal area shall be marked 2 feet (.6m) from each goal post and 6 feet (1.8m) into the field of play from the centre of the goal line. The marks shall be joined by a semi circle.

Safety

Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this safety requirement.

Goals

A goal must be placed on the centre of each goal line.

The distance between the inside of the posts is 2.44m (8ft) and the distance from the lower edge of the crossbar to the ground is 1.5m (5ft).

Law 2: The Ball

The ball shall be a size 4

If a ball becomes defective during the match, the match is stopped until a replacement ball is found. Play is restarted by dropping the replacement ball at the place where the original ball became defective.



Law 3: Number of Players

A match is played between two teams where one of the players on the field must be designated as the goalkeeper. The minimum, maximum number of players and roster size are listed below:

- Minimum number of players: 3
- Maximum number of players: 5
- Roster maximum size: 10

Substitutions

Play will be stopped by the referee at 4-minute intervals, when the ball is out of play, for substitutions.

Law 4: Players' Equipment

A player wearing protective devices (i.e. casts, braces, etc) will not be allowed to play, unless written approval is received from the Club Head Referee or his designated official.

Each player **MUST** wear shin guards

No jewellery is allowed. Jewellery cannot be taped

THE ONLY EXCEPTION IS A MEDICAL ALERT BRACELET

Law 5: The Referee

The authority of the Referee/Game Leader:

Each match is controlled by a referee who has full authority to enforce the Laws of the 5v5 Sided Game. The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, is final.

Powers and Duties:

The referee:

- team officials who fail to conduct themselves in a responsible manner and may, at his discretion, expel them from the field of play and its immediate surroundings

Law 6: Assistant Referees

There shall be no assistant referees on 5v5 games.



Law 7: Duration of the Match

Periods of play

The match shall last two equal periods of 20 minutes each.

Half-time Interval:

Players are entitled to a half-time interval of 5 minutes.

Law 8: Start and Restart of Play

Definition of Kick-Off

A kick-off is a way of starting and restarting the match

- at the start of the match
- after a goal has been scored
- at the start of the second half
- In the second half the teams change ends and attack the opposite goals

The home team shall kick off. The away team will take the kick-off to start the second half of the match.

A goal may **NOT** be scored directly from kick off.

Kick-off Procedure

- after a team scores a goal, the kick-off is taken by the other team
- all players must be in their own half of the field
- the opponents of the team taking the kickoff must be 5.5 metres away from the ball until it is in play
- the ball must be stationary on the centre mark
- the referee gives a signal
- the ball is in play when it is kicked and clearly moves in any direction
- the kicker must not touch the ball again until it is touched by another player

Infringements and Sanctions

For any infringements of the kick-off procedure, the kick-off is retaken.

Definition of dropped ball

A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Small Sided Game. An example of this would be an injury.



Procedure

The referee drops the ball at the place where it was located when play was stopped, unless play was stopped inside the goal area, in which case the referee drops the ball outside the goal area

Play restarts when the ball touches the ground.

Law 9: Ball in play and not in play

Ball in play

The ball is in play at other times, including when:

- it rebounds off the goalpost, crossbar, or corner flag post and remains in the field of play
- it rebounds off the referee

Ball not in play

The ball is not in-play when:

- it has wholly crossed the goal line or touch line whether on the ground or in the air
- play has been stopped by the referee

Law 10: The Method of Scoring

A goal is scored when the whole of the ball has crossed over the goal line between the goal posts and under the crossbar, provided that no infringement of the Laws of the Small Sided Game has been previously committed by the team scoring the goal.

Law 11 Offside

There is no offside for 5v5 games.



Law 12 Fouls

The referee shall attempt to explain **ALL** infringements to the offending player

Fouls

An indirect free kick is awarded to the opposing team if a player commits any of the following offences:

- A. kicks or attempts to kick an opponent
- B. trips or attempts to trip an opponent
- C. jumps at an opponent
- D. charges an opponent
- E. strikes or attempts to strike an opponent
- F. pushes an opponent
- G. tackles an opponent from behind to gain possession of the ball
- H. makes contact with an opponent before touching the ball
- I. holds an opponent
- J. spits at an opponent
- K. handles the ball deliberately

All defending players are required to be 6 yards (5.5m) from the ball until the kick is taken

Law 13: Free Kicks

All free kicks are indirect.

A goal can only be scored from a free kick, if the ball is touched by another player before it enters the goal.

If a free kick is kicked directly into the opponents' goal, without being touched by a second player, a goal kick is awarded

If a free kick is kicked directly into the team's own goal, without being touched by a second player, a goal kick is awarded

Procedure

For all free kicks, the ball must be stationary when the kick is taken, and the kicker must not touch the ball again until it has touched another player.

Infringements and Sanctions

any infringement of this Law, the free kick shall be retaken.



Law 14: Penalty Kicks

There are no penalty kicks in the U7 or U8 small-sided game

Law 15 Pass-In/Dribble In

A pass-in/dribble-in is a method of restarting play.

A pass-in/dribble-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air.

A goal **CANNOT** be scored directly from a pass-in/dribble-in.

Procedure

At the moment of delivering the ball, the kicker:

- faces the field of play
- has part of the ball on or behind the touch line

All opponents must stand no less than two (2) metres from the point at which the pass-in is taken.

The ball is in play with it enters the field of play.

Infringements and Sanctions

For any infringement of this Law, the pass-in/dribble-in shall be retaken.

Law 16 Goal Kick

A goal kick is a method of restarting play.

A goal kick is awarded when the whole of the ball passes over the goal line either on the ground or in the air, having last touched a player of any team, and a goal has not been scored in accordance with Law 10.

A goal **CANNOT** be scored directly from a goal kick.

Procedure

- The ball is kicked from any point within the goal area by a player of the defending team
- **Opponents must be in their own half of the field of play and cannot touch the ball until it is in play**
- The ball is in play once it leaves the goal area and is touched by a teammate.

Infringements

If the ball is not kicked directly out of the goal area from a goal kick:

- the kick is retaken



Law 17 Corner Kick

There are no corner kicks in the U7 or U8 small-sided game

Coaches

One coach from each team is permitted on the field, but they must stay in their own team's half (goal side) and stay out of the goal area. The coach must not interfere with play. NO coaching is allowed from behind the goals. The coaches are required to manage the game and ensure the exercise of fair play.

Coaches, other team officials and parents shall encourage all players, at all times. The coach is responsible for the overall conduct of his/her team officials, parents and supporters.